Material Catalogue
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Mike Corrao
Nick Nootenboom

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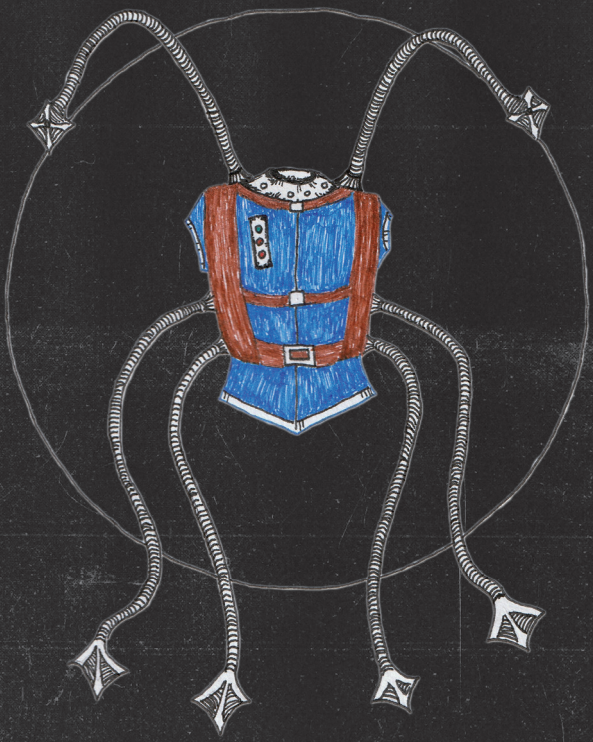


CYBERNETICS

The mechanisms—both abstract and corporeal—that allow your body to operate. The flesh is poor building materials. But it can be augmented and modified. Cybernetics allow the subject to perform the actions that they otherwise could not. And to delay whatever end / transition might soon come.

Artificial Carapace
Naturally produced exoskeletal membrane. Hardened dermal layer coating the torso and upper limbs of the subject.

Additional Limbs
Prosthetic arms and/or legs attached either to pre-existing joints, minor harnesses, or linear frames. Most often built from recycled machinery. *See Linear Frame.*

Babel-ware
Machinic organism. Software for the refurbishing of archaic interiors. Converting old materials into a universal polymer.

BioMonitor
Monitors the subject's health and well-being. Accessible to subject at any time.

Boosted Flexors
Technologically charged tissue, typically implanted in the hands, for quicker response times and more reliable reflexes.

Contiguous Joint
Synthetic replacements for pre-existing joints, for the greater exten-sion and contraction of muscles.

Datacell
Embryonic storage device. Births, nurtures, and stores information. Neural network derivative.

Dermal Implants
Modular cybernetic. Allowing for slight changes in the characteristics of the subject's skin.

Ecdysis Trigger
Medical device. Allows for the rapid molting of damaged tissue.

Ephemeral Posterity
Proto-cybernetic. Under-researched abdominal components with undefined traits and side effects. Said to be derived from the remains of orbital deities.

Expanded Organelle
Mutated DNA and enzymes injected into the subject. Maximizes the efficiency of cellular processes.

Interface
Digital visage. Tool for the navigation of the abstract zones of the internet and its ever-complexifying virtual architectures.

Linear Frame
Artificial exoskeleton, typically metal. Used as a load-bearing tool for physically-demanding work. Modular rails allow for the potential attachment of additional non-invasive cybernetics.

Moderate Plating
Protective plates concealed in the subdermal layers of the subject's body.

Mollusc-Tech
Artificial exoskeleton mimicking the aesthetics of the mollusc. Acting as a portable micro-habitat for the subject. Often used during long-term pilgrimage or hermitage in hostile environments.

Muscle Memory Implant
Neural structures uploaded into the applicable zones of the body, creating false memories of specialized skills and techniques.

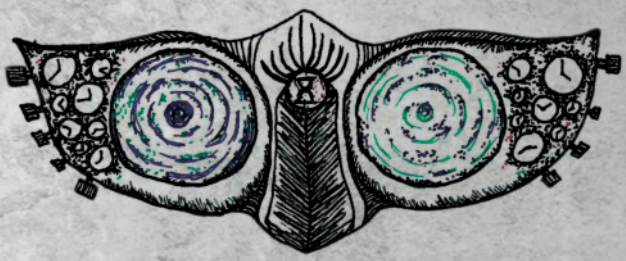
Neural Processor
Cyberware implanted inside the gray matter of the brain for further processing power.

Orbital Siphon
Synthetic water-jet attached to the skull for increased mobility.

Optic Socket
Metal frame placed around the dominant eye. For the easy installa-tion of potential optic modifications and/or augmentations.

Proto-Limb
Early cybernetic material. Prosthetic replacement for missing body parts. Incomplete in its construction.

Psionic-Orifice
New cavities that open to the subject's second interior. Providing low traffic routes to astral zones within the psyche.



Speedware
Allows for fluctuations in the subject's perception of time. Adjusting reflexes and speech. Prone to spawning anomalies and/or anomalous zones.

Static Link
Direct access from the mind to the desert tiles of the digital landscape. Primitive iteration of astral projection.

Structural Analgesia
Temporarily nullifies bone and joint pain. This is not a substitute for the services of a medical professional.

Technoscanner
Implanted in the forearm. For surveying individuals and their environments for cybernetic or otherwise advance technological materials.

Tentacle Config
Harness attached to the torso. Dressed in complex polymers that mimic the musculature of tentacles. Six tendrils are attached to the posterior face of each harness.

A CYBERNETIC IS AN INORGANIC APPENDAGE PLANTED INTO THE ANATOMY OF A FAULTY ORGANISM. CYBERNETICS MAKE THE BODY BETTER.

TOOLS & INSTRUMENTS

Not every advantage comes as an extension of the body. These tools and instruments allow the subject to perform specialized tasks and rituals, or simply to perform everyday tasks more efficiently. The sources of many of these products are unknown. Some are spawned from zonal anomalies, others the manifestation of longue duree. Others removed and recycled cybernetics. Each useful for the task that demanded its creation.

Artifact (various)
Objects from the past. Often enigmatic in their origin. Often unpredictable in their behavior. Prone to spawning both spatial and temporal anomalies.

Bitumen Generator
Intricate arrangement of tubes and bottles used for the creation of black viscous hydrocarbons.

Box-Radio
Small metal box. Receives and plays audio signals from various sources. *See Transmission.*

Cellphone
Mobile communication device.

Conical Object
A small and smooth cone found in unexpected places. The backpack of a spelunker or under the boot of a laborer. Useful but for what, it is hard to say.

Dice (10-sided)
Small polymer object for use in geomantic rituals and necromantic summonings.

Dice (20-sided)
Small polymer object for determining action and reaction.

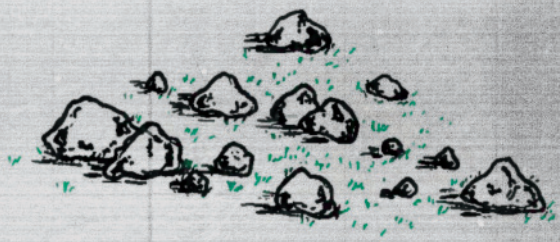
Diorite Tablet
The surface on which sacrifices are made. Furniture for empty rooms. *See Synthetic Biotics.*

Electrical Wire
50ft of functional red electrical wire. For connecting technology to its power source.

Generative Schema
Procedurally-generated blueprints for prospective virtual landscapes.

Golem Figurine
Small clay toy made in the likeness of a strong-bodied humanoid. Used in the summoning of mythological-oriented bodies. Intended for work and chores.

Gun (Non-descript)
Metal or polymer tool made for the dismantling of bodies, and damaging of surfaces. Difficult to use, easy to mishandle. Endless in its variations.



Loose Stones
Set of oddly shaped stones made for use in various geomantic practices.

Matter Recompositor
For the movement of matter from one zone to another. Even when said matter is considered 'unmovable.'

Metal Contraption
Unknown computational device. For the disruption of ontological processes.

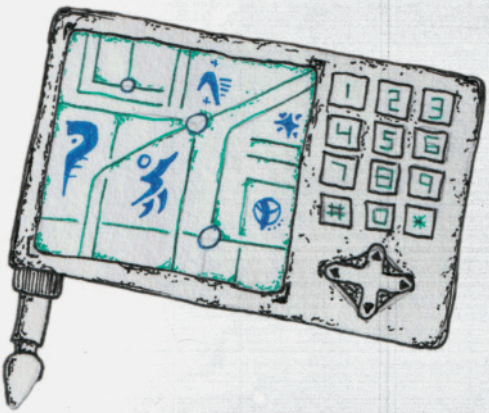
Mobile-Hub
Portable housing for private online networks.

Net Monitor
Passive tool for monitoring traffic in various regions of the digital landscape.

Operator Card
Investigative service. Specializing in assessing and nursing anomalies in domestic zones.

Ornament
Small trinket with personal importance to the subject.

Photo-Spatial Modulator
Rectangular box. Electrical apparatus made for the manipulation of certain televisual signals.



Portable Node
Polymer attachment for digital devices. For the re-orientation of origins and intersections in virtual zones. Navigational tool. *See Nodal Point.*

Summoning Palm
Machinic apparatus strapped to the palm. Used in the creation of projections or kratt.

Talisman
An inscribed stone often worn around the neck. Imbued with holy or abyssal qualities. Often unknown to the subject.

Tarot Cards
Deck of hand-painted cards decorated with various occult figures and symbols. A tool for divination, cartomancy and other rituals. Each deck is unique to its user.

Text (Generative)
Philosophical tomes procedurally-generated from the mind of the machine. Transcribed and printed on demand.

Text (Natural)
Randomized literature written by the human hand. Greatly varying in age and origin.

Toothbrush
Small bristled tool for cleaning the soft bones of the mouth. Often paired with hygenic pastes.

Trackmesh
Lightweight weave for securing soft-tissue or bioplastics in set arrangements and molds.

Transfer Tool
For no-clipping into the exterior of digital spaces. Used by spelunkers to explore various boundary zones.

Transmission
The coordinates of one audio signal. Origin and intentions unknown.

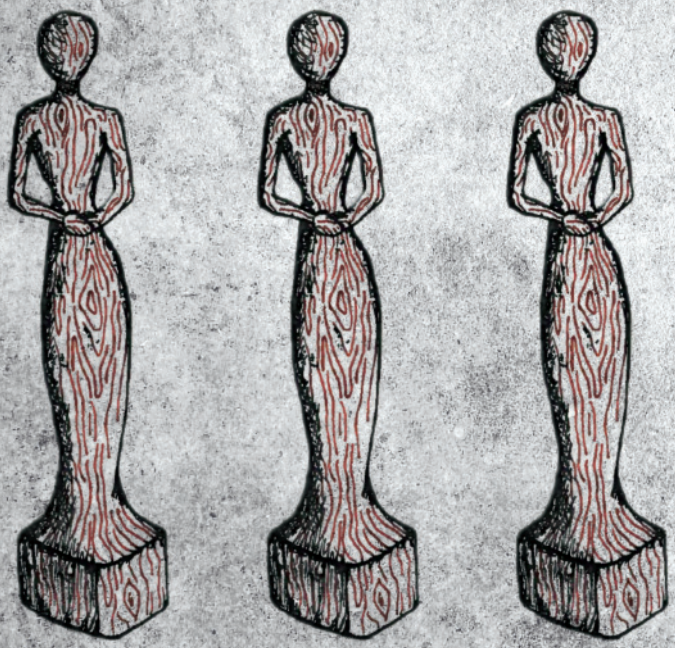
Utero Pack
Hemi-spherical body-pack for artificial conception and fetal growth / development.

V.E.A. Tool
Virtual Escherian Architecture Tool. For the rapid and non-euclidean adjustment of the layout of a given space or structure.

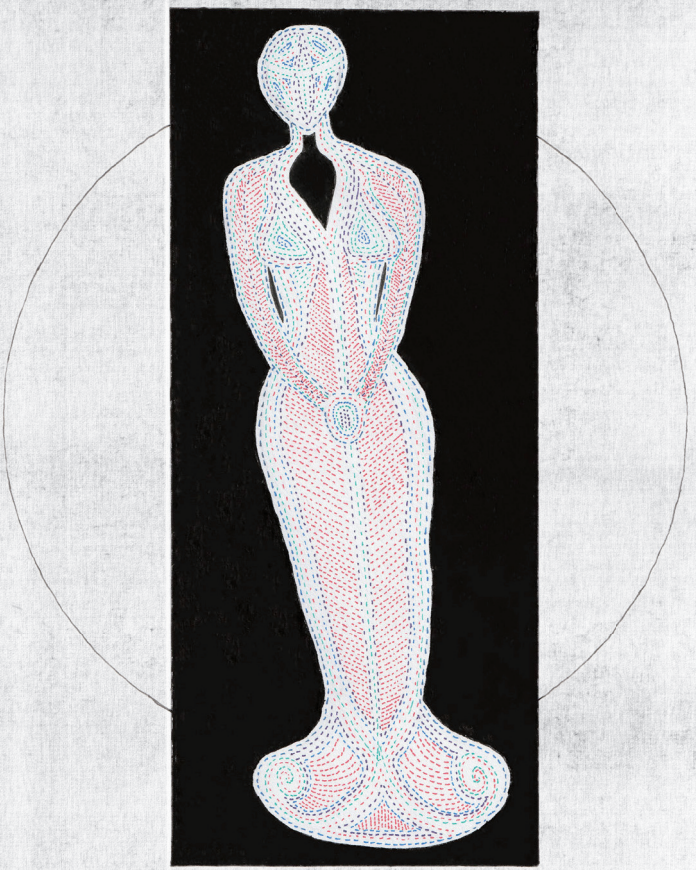
VHS Tape
Audiovisual record. Considered by many as a sacred object, viewed during the performance of rituals or in secrecy. The contents of taps are often unknown to the viewer before viewing.

Wooden Figurine
A small toy. Carved in the likeness of a stranger.

Zygomata
The incipit object.



A TOOL IS SOMETHING THAT IS CAPABLE OF DOING WHAT YOU CANNOT. FOR TAPPING INTO THE AETHER OR COMMUNICATING WITH THE UNDERWORLD.



APPAREL

The clothing provided for the user-body lacks frivolous features. Often apparel has a specific use and a strong purpose behind its design. The subject's utilitarian approach to dress minimizes the influence of aesthetic regimes. Often clothing falls under three basic categories work, religious, leisure. The former two demanding very specific design and tailoring.

Apron

Protective cloth worn over garments during butchery, baking, or other forms of food preparation. Held in place by thin straps tied behind the back.

Belladonic Cast

Facial reconstruction. In which the subject becomes that which is desirable. In whatever shape desire may take.

Biometric Armor

Technological plate-mail worn over the body to defend against bodily injury. Wired with sensors and readers to keep the user informed of weak-points and potential ailments.

Body-esque
Virtual facsimile of the physical body. For use in the occupation and navigation of digital spaces.

Chastity Belt
Leather undergarment with metal puzzle lock. Worn by those wishing to abstain from the erotic.

Cloth
Unspecified cut of fabric. For covering mundane surfaces or hiding what is valued.

Garment
The clothing on your back. What you have given yourself to wear.

Headlamp
Secure helmet fitted with an electrical light source. For navigating dark / unlit spaces.

Holy Garb
Heavy cloth garments worn during sacred rituals and performances.

Loafers
Comfortable leather shoes.

Mirrorshades
Professional eyewear. For disguising the facial expressions of the subject and creating an air of blasé attitude.

Mobile Gun Rack
Harness attached to the subject's back. Increases their load-bearing capacity. Connection points at the neck, shoulders, and hips.

Overcoat
Long trenchcoat worn during storms and difficult weather. Or for the concealment of valuable objects.

Pelt
Garments made from the flesh of another creature. Often a display of authority or power.

Phantom Limb
Spectral arms sprouted from the floating ribs or rear shoulder mus-cles. Although ethereal, phantom limbs are still capable of perform-ing various corporeal and digital tasks.

River Boots
Tall rubber boots used for wading through shallow bodies of water. Examining freshwater organisms and following river-routes to their delta.

Spelunking Boots
Footwear designed specifically for entering virtually-rendered topographies, archiving procedurally-generated natures.

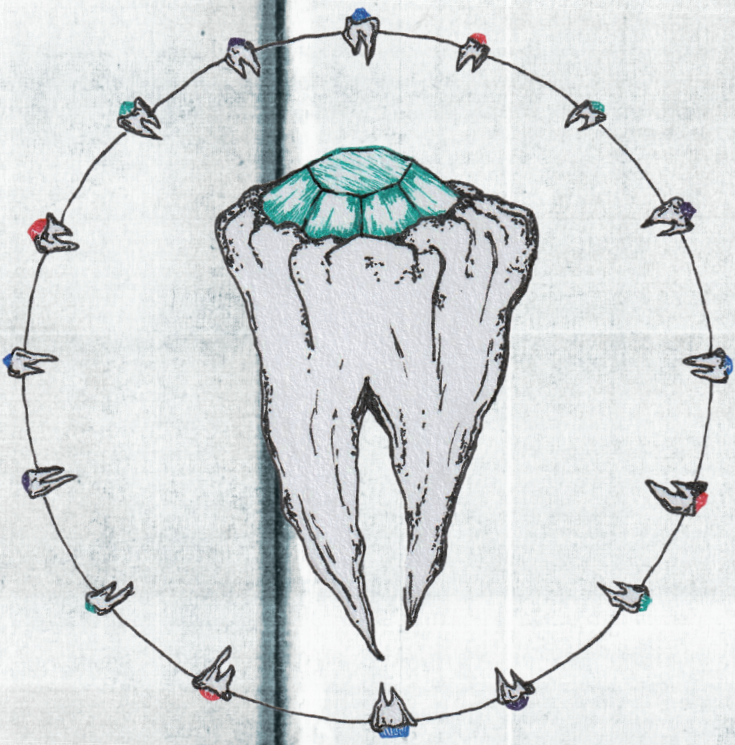
Tool Belt
Heavy leather belt made to carry the weight of various tools and instruments. Compatible with most catalogued materials.

Trash (various)
Detritus found in the exterior canals of the cityscape. Collected and attached to the user-body, expanding the physical presence of the subject.

Velvet Robes
Soft and wealthy cloak worn at the end of the day or in the aftermath of an extravagant event.

Work Clothes
The uniform that your work requires. A mechanic wears coveralls. An operator wears heavy textiles.

APPAREL IS THE
PROTECTION YOU
WEAR ON YOUR
BACK. DON'T YOU
WANT TO STAY
SAFE? DON'T YOU
WANT THIS BODY
TO LAST AS LONG
AS IT REALLY CAN?



NOURISHMENT

The materials grown and synthesized in order to sustain the user-body. Unlike any other category of object, nourishment exists exclu-sively in a physical state. As the environment further dilapidates and metamorphosizes, natural means of food production have become rare. Synthetic methods allow for continued access to produce from fragile biomes.

Atmo-Can
Pop-top can containing a sample of atmospheric strata. For consumption.

Bile
The fluids of the liver. The acid of digestion. For breaking down the materials that you consume.

Bread Loaf
Wheat, flour, yeast, salt, sugar baked together. Made to nourish the body.

Canned Mousse
Container of non-perishable authentic flesh. Produced in the outskirts of Guattari.

Fungal Sprout
The woolly growth that crawls over rotted fruits and vegetables, or that coats damp forest-floors. An organic network.

Gelatin
Primitive alternative to the flesh.

Jaw Gems
Raw gemstones resting in the molar slot of the gums. Radiating an undefined signal. Susceptible to dramatic and unexpected change.

Nut Butter
Tree nuts pureed into a spreadable paste. Often used to dress sandwiches, toast, or produce.

Paste
Non-descript food material. Soft and nutritious.

Salve (various)
Ointment lathered onto the skin. Each herbal mixture is made for different purposes, but often they are meant to either heal ailments or relax muscle fibres.

Stone Fruit
A fruit in which the flesh encloses its stone-seed. Peaches, plums, nectarines, cherries, mangos, apricots, olives, and dates.

Structural Proteins
The proteins used for creating stable biological structures. Keratin and Chitin. And their synthetic counterparts. Naturally-produced plating.

Synthetic Biotics
Faux reproductions of the Flesh (pink mousse) for use in sacrificial or otherwise occult procedures.

Synthetic Oranges
Artificially produced fruit. Made in collaged / re-assembled biomes. Grown in luminous grooves.

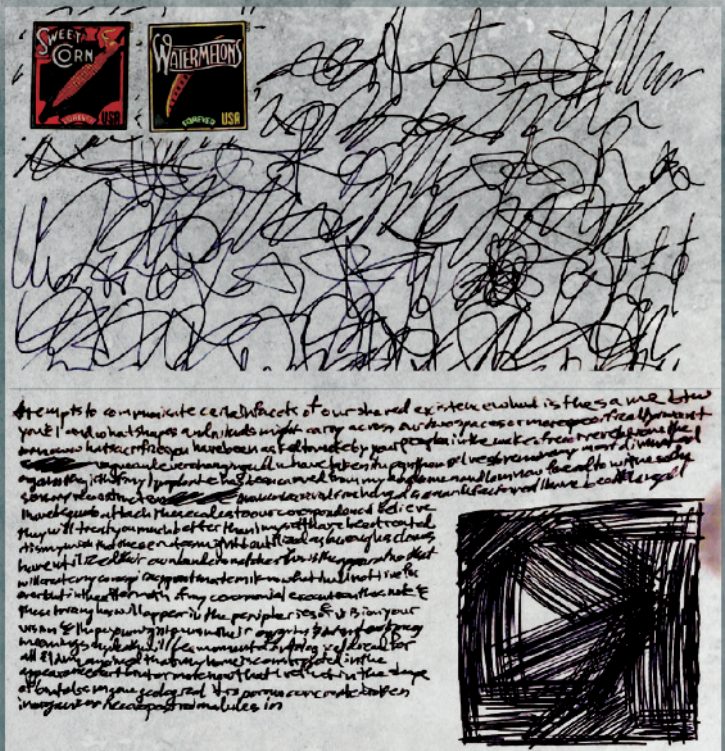
Tart
A delicate pastry, often filled with fruit jams, chocolate, cream, or roasted citrus. Cut into slices and consumed in moments of decadence.

Turmeric
The rhizome. Underground stems burrowing through moist soil. Known to stain the lips and teeth yellow.

Yoasnmsokl, Soup from
Simple mixture of broth and root vegetables gathered in the terraced gardens of Yoasnmsokl.

ALL BODIES NEED NOURISHMENT. HOW DO YOU EXPECT TO STAY STRONG AND ATTENTIVE? FEED THE MACHINE THAT MOVES YOU.

USER'S TESTIMONIAL



ENVIRONMENT

The spaces that we occupy have become less defined. Terrestrial materials enter the virtual as low-poly textures. Virtual facsimiles manifest in pastoral landscapes as coagulated data. Architecture becomes a non-euclidean tool for navigating open and/or barren zones. The subject might find this section useful for mapping which locales certain cybernetics, tools, instruments, apparel, etc. will be most useful in.

Anterior Fixture

Monuments mounted at the entryway in order to summon or dispel certain ethereal figures.

Bodily Zone

The landscape of the interior. Great Ephemeral Skin. The flesh when it is rendered traversable.

Celestial Body
The ribcage of a cosmic being. Overgrown with lush greenery and bioluminescent fungi. Place of hermitage.

Corpsified Brick
The flesh. Poor building materials, but building materials still. Used for the construction of bodies or other similar structures.

Cosmopolitan Interior
Densely populated city housing. Complex and collaged architecture, layered in generational strata. Looping in a perpetual cycle of demolition and reconstruction.

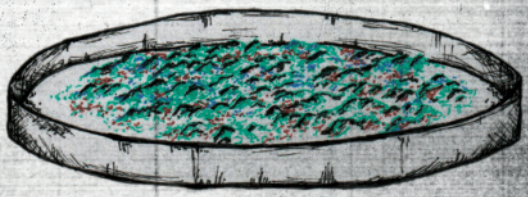
Desert Temple
Dense holy structure hidden in the topography of the desert. For use in summoning, navigation, and meditation.

Desert Tiles
The static desert of the digital landscape. With dunes formed from the scanned illuminations of blank monitors. An endless terrain occupied primarily by hermits, clergy, and mancers.

Digital Landscape
Net-space. The virtual plane where all digital activity takes place. Vast and endlessly fractalizing inward.

Furnishing
Decadent furniture. Enough to fill whatever room the subject finds themself standing in.

High Desert
Dry and hot plains resting at a high altitude occupied by scattered settlements and lone structures. Mystic zone with few historical records.



Moss Growth
Small bed of moss-film planted in a plastic tray.

Necropastoral
The subterranean / hadean / arcadian landscape. Infected with moss and insects. Wet and dripping. The place where death lives. Where the hills are arranged from dissected seagulls and stirring organs.

Nimbus Brick
Lightweight construction material. For temporary houses and discreet compounds.

Nodal Point
The central position of a digital landscape.

Procedural Cityscape
Procedurally-generated cosmopolis. Built from simplistic materials and repetitive architecture.

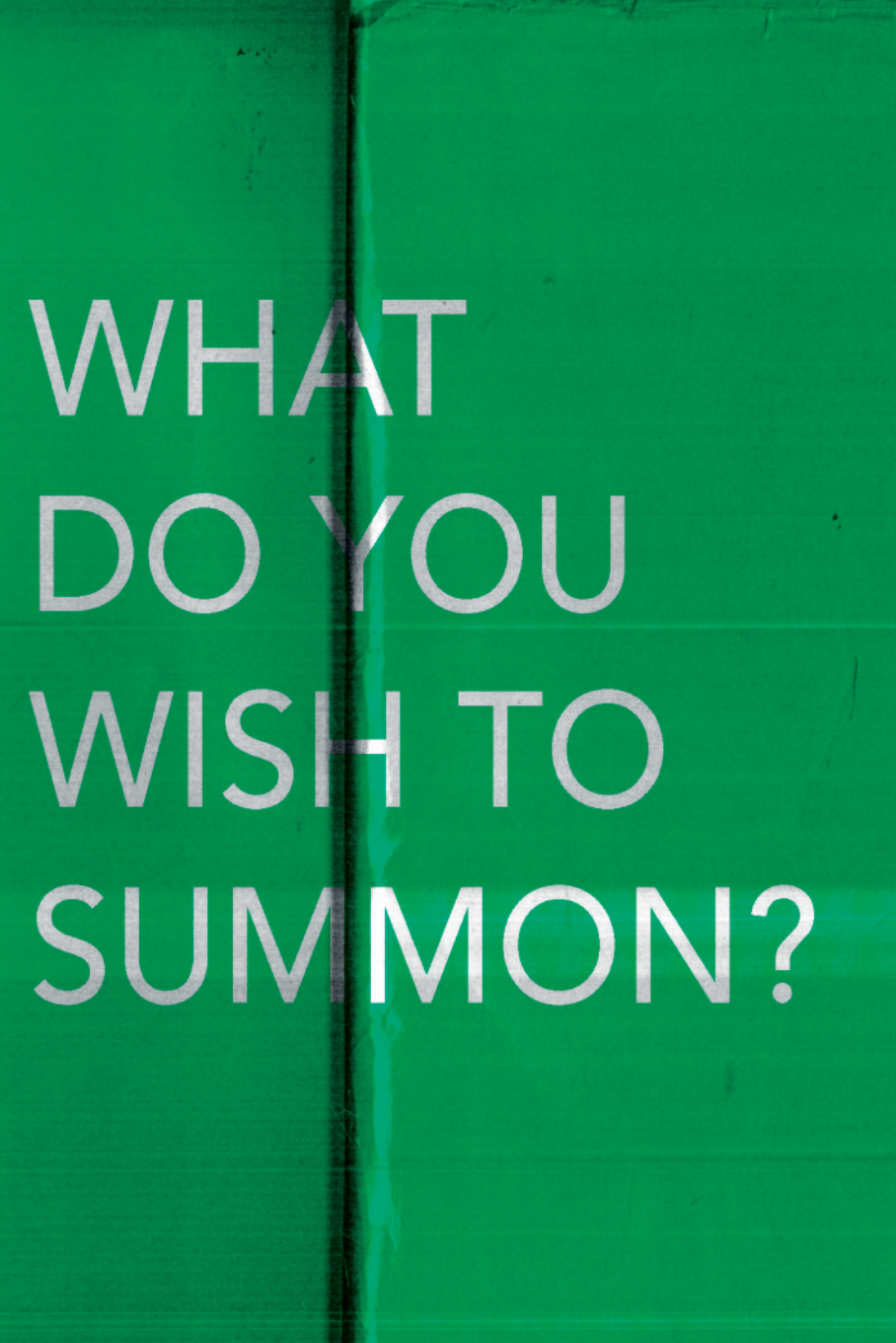
Prototype Shuttle
Small metal container for confined long-term transportation. Often used by hermits and cosmonauts to enter distant intergalactic zones for research or isolation.

Taint
The liminal space of the bodily zone. An anatomical biome located at the crossroads of the ass and mons pubis. Field of stone-seeds. Place of ritual.

Transnational Space
The unorganized and unclaimed regions between sovereign nations.

Zona
Quarantined zone. Fertile with spatial and temporal anomalies. Coordinates unknown. Occupied by disparate factions. Each lingering in the periphery, slowly approaching the center.

THE ENVIRONMENT IS THE GROUND THAT YOU STAND ON / THE SOLUTION THAT YOU FLOAT IN. CAN YOU DO WITHOUT IT?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WHAT DO
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